

### IN THE CLAIMS

Please cancel claims 1-6 and 17 without prejudice or disclaimer and amend the claims as follows:

1.-6. (Canceled)

7. (Currently Amended) A method comprising:

receiving by a game provider server a message from a lab system, the message indicating a notification of approval of unapproved gaming software, over a communication network, the notification of approval indicating compliance of the unapproved gaming software with a plurality of regulations; [[and]]

changing a status of the unapproved gaming software to form approved gaming software;  
and

making the approved gaming software available for download to one or more of a plurality of corporate game servers.

8. (Currently Amended) The method of claim 7, further comprising:

forwarding the unapproved gaming software over the communication network to [[a]] the lab, the lab configured to test compliance of the unapproved gaming software with the plurality of regulations.

9. (Currently Amended) The method of claim 7, further comprising:

the game provider server receiving a request, over a communication network, from a requestor on the corporate game server for a license to use the approved gaming software;

receiving an indication of payment for the license; and

downloading the approved gaming software to the requestor in response to the indication of payment.

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10. (Currently Amended) A method comprising:
- receiving unapproved gaming software by a game server of a secure gaming system;
  - forwarding, using one of a plurality of secure communication links within a communication network, the unapproved gaming software to a jurisdiction lab of the secure gaming system, the jurisdiction lab configured to test compliance of the unapproved gaming software with a plurality of jurisdiction regulations and policies;
  - receiving a message indicating a notification of approval of the unapproved gaming software from the jurisdiction lab, the notification of approval indicating compliance of the unapproved gaming software with the plurality of jurisdiction regulations and policies;
  - changing a status of the unapproved gaming software to form approved gaming software, the approved gaming software having an approval identifier;
  - receiving a request to purchase a license for the approved gaming software, the license entitling a holder of the license to use the approved gaming software; and
  - forwarding, using another of the plurality of secure communication links, the approved gaming software to a gaming device of the secure gaming system upon receipt of a payment for the license, the gaming device owned by the holder of the license.
11. (Original) The method of claim 10, wherein the unapproved gaming software comprises gaming software compiled and tested by a game provider.
12. (Original) The method of claim 10, wherein each of the plurality of secure communication links includes one or more security elements selected from a group of security elements that includes a virtual private network application software, a virtual private network tunneling protocol software, a firewall, a dedicated communication link, and a cryptographic protocol.
13. (Original) The method of claim 12, wherein the cryptographic protocol is selected from a group of protocols that includes a message authentication code protocol, a one-way hash protocol, a public-key cryptography protocol, a digital signature protocol, a symmetric encryption protocol, and a random number generator protocol.

14. (Currently Amended) A gaming system comprising:

a first server operable to forward a copy of an unapproved gaming software program to a jurisdiction lab system and further operable to receive a message from the jurisdiction lab system that the unapproved gaming software program is in compliance with a plurality of jurisdiction regulations and policies and in response to the message to change the status of the unapproved software to form an approved gaming software program,

wherein the first server ~~[[that]]~~ receives a request, over a communication network, from a requestor for a license to use ~~[[an]]~~ the approved gaming software program, receives an indication of payment for the license, and downloads the approved gaming software program to the requestor in response to the indication of payment.

15. (Original) The gaming system of claim 14, further comprising:

a second server, as the requestor, which is communicatively coupled to the first server over the communication network, wherein the second server subsequently downloads the approved gaming software program to one or more gaming terminals.

16. (Original) The gaming system of claim 14, further comprising:

one or more gaming terminals, which ultimately receive and execute the approved gaming software.

17. (Canceled)

18. (Currently Amended) A computer-readable medium having program instructions stored thereon to perform a method, which when executed within an electronic device, result in:

receiving by a game provider server a message from a lab, the message indicating a notification of approval of unapproved gaming software, over a communication network, the notification of approval indicating compliance of the unapproved gaming software with a plurality of regulations; [[and]]

changing a status of the unapproved gaming software to form approved gaming software; and

making the approved gaming software available for download to one or more of a plurality of corporate game servers.

19. (Currently Amended) The computer-readable medium of claim 18, wherein performing the method further results in:

forwarding the unapproved gaming software over the communication network to [[a]] the lab, the lab configured to test compliance of the unapproved gaming software with the plurality of regulations.

20. (Original) The computer-readable medium of claim 18, wherein performing the method further results in:

receiving a request, over the communication network, from a requestor for a license to use the approved gaming software;

receiving an indication of payment for the license; and

downloading the approved gaming software to the requestor in response to the indication of payment.